



Senate

General Assembly

File No. 108

January Session, 2001

Substitute Senate Bill No. 119

Senate, April 3, 2001

The Committee on Judiciary reported through SEN. COLEMAN of the 2nd Dist., Chairperson of the Committee on the part of the Senate, that the substitute bill ought to pass.

AN ACT CONCERNING VIDEO GAMES.

Be it enacted by the Senate and House of Representatives in General Assembly convened:

- 1 (NEW) (a) No owner of a business for profit where video games,
2 including a violent point and shoot video simulator, are provided for
3 entertainment shall permit a person under the age of eighteen to
4 operate a violent point and shoot video simulator. A violent point and
5 shoot video simulator is a device that involves one or more individuals
6 firing simulated firearms at a video screen which depicts human
7 silhouettes, life-like representations of human beings or civilian
8 transportation services, including, but not limited to, representations
9 of cars, buses, trains, aircraft and commercial and residential
10 structures, and contains realistic depictions of physical injury to a
11 human silhouette or life-like representation of a human being and
12 realistic depictions of blood, gore, mutilation or dismemberment of
13 such silhouettes or human beings.
- 14 (b) Any such owner as provided in subsection (a) of this section

15 who permits a person under the age of eighteen to operate a violent
16 point and shoot video simulator in violation of this section shall be
17 assessed a civil penalty of not more than one thousand dollars for each
18 violation by the Commissioner of Consumer Protection. The Attorney
19 General, upon complaint of the Commissioner of Consumer
20 Protection, shall institute a civil action to recover such penalty. In
21 addition, such video simulator may be subject to seizure by the
22 Commissioner of Consumer Protection who may hold the same subject
23 to confiscation and destruction by a court of competent jurisdiction.

JUD **JOINT FAVORABLE SUBST.**

The following fiscal impact statement and bill analysis are prepared for the benefit of members of the General Assembly, solely for the purpose of information, summarization, and explanation, and do not represent the intent of the General Assembly or either House thereof for any purpose:

OFA Fiscal Note

State Impact: Potential Cost, Potential Minimal Revenue Gain

Affected Agencies: Department of Consumer Protection, Office of the Attorney General

Municipal Impact: None

Explanation**State Impact:**

The bill prohibits certain business owners from allowing minors to operate a “violent point and shoot video simulator” and imposes civil penalties for violations. The bill requires the Department of Consumer Protection (DCP) to fine owners up to \$1,000 for each violation, which may result in a minimal revenue gain, the extent of which cannot be determined as it is dependent on the number of violations that occur. It is uncertain how DCP will enforce provisions of this bill. If the agency responds to complaints of violations of the bill, then no additional resources are necessary. However, if the department actively enforces this bill by deploying an inspector in the field one additional staff, Special Investigator (AR-20), with an annual salary of \$41,647 and associated other expenses of \$2,500 will be required.

The bill requires the Attorney General (AG) to institute a civil action to recover penalties assessed by the DCP, if the DCP requests it. It is

anticipated that there will be relatively few such referrals, and that the AG will be able to meet this requirement within existing resources.

OLR Bill Analysis

sSB 119

AN ACT CONCERNING VIDEO GAMES.**SUMMARY:**

This bill prohibits certain business owners from allowing people under age 18 to operate a “violent point and shoot video simulator” and imposes civil penalties for violations. It defines this as a device that:

1. allows anyone to fire simulated firearms at a video screen depicting human silhouettes; lifelike representations of people or civilian transportation services (such as cars, buses, trains, and airplanes); and commercial and residential structures; and
2. realistically depicts injuries to people involving blood, gore, mutilation, or dismemberment.

The bill applies to owners of for-profit businesses where these games are provided for public entertainment.

Under the bill, the consumer protection commissioner must fine owners up to \$1,000 for each violation and may seize and hold the machines subject to confiscation and destruction by a court of competent jurisdiction. The bill authorizes the attorney general to bring civil lawsuits to collect fines, but does not specify standards or a court process for obtaining orders to destroy seized machines. Without such provisions, the legal effect of this portion of the bill is unclear.

EFFECTIVE DATE: October 1, 2001

COMMITTEE ACTION

Judiciary Committee

Joint Favorable Substitute

Yea 34 Nay 5